VACANCY ANNOUNCEMENT

POSITION: Staff Attorney to the Office of Special Masters

CLOSING DATE: APPLICATIONS MUST BE POSTMARKED BY

MONDAY, OCTOBER 2, 2006

DESCRIPTION:

Special masters decide cases filed under a federal compensation program established by the National Childhood Vaccine Injury Act, 42 U.S.C. § 300aa-1 *et seq*. The staff attorney will work primarily for the Chief Special Master, but will assist the other Special Masters as necessary. The staff attorney will handle case-specific work, conduct research, and draft orders and opinions. In addition, the staff attorney will support the Chief Special Master on a variety of administrative tasks such as drafting speeches and acting as a liaison to the Bar and Congress. The position demands a high degree of independence, professionalism, and confidentiality. The position may involve limited travel.

REQUIREMENTS:

Candidate must be a graduate of an accredited law school and is subject to a background investigation. Candidate must possess superior analytical and writing abilities. Candidate must demonstrate maturity, solid judgment, and strong interpersonal skills. Candidates with legal experience and knowledge of the federal judiciary will be given preference.

SALARY:

Salary is commensurate with training and experience – the minimum salary for this position is \$54,272, subject to a cost-of-living increase effective January 1, 2007. Full benefits including retirement, health, and life insurance are available. The Office of Special Masters participates in the MetroChek program. The staff attorney will accrue sick and annual leave. There are also ten paid Federal Holidays per year. No relocation or travel expenses will be reimbursed.

TO APPLY:

Send cover letter, résumé, law school transcript, writing sample, and list of references to:

Michelle Mendelson, Esq.
Office of Special Masters
United States Court of Federal Claims
1440 New York Avenue, N.W., Suite 200
Washington, D.C. 20005

No facsimile transmissions or telephone calls will be accepted.